

AMENDMENTS TO THE CLAIMS

Claims 1-12 (canceled)

Claim 13 (Currently Amended): A network server connected to at least one client through a network, comprising:

a main server for accepting an initial connection request from said client; and

a plurality of sub-servers connected to said client after acceptance by said main server,

wherein said main server provides to said client information relating the sub-servers on acceptance of an initial connection request from said client;

said client is connected with one sub-server based on said information relating to the sub-servers;

said one sub-server provides directly to said client said information relating to the sub-servers on acceptance of a sub-server connection alteration request from said client; and

said client connects to another sub-server based on said information relating to the sub-servers.

Claim 14 (Previously Presented): The network server of claim 13, further comprising:

a memory that stores the conditions of said plurality of sub-servers;

wherein said main server and said plurality of sub-servers acquire information relating to the sub-servers by accessing said memory.

Claim 15 (Previously Presented): The network server of claim 13, wherein each of sub-servers writes its own information to said memory.

Claim 16 (Currently Amended): A network system comprising:

at least one client; and

a network server including a main server that accepts an initial connection request from said client and a plurality of sub-servers connected to said client after acceptance by said main server,

wherein said main server provides to said client information relating the sub-servers on acceptance of an initial connection request from said client;

said client is connected with one sub-server based on said information relating to the sub-servers;

said one sub-server provides directly to said client said information relating to the sub-servers on acceptance of a sub-server connection alteration request from said client; and

said client connects to another sub-server based on said information relating to the sub-servers.

Claims 17-24 (canceled)

Claim 25 (New) The network server of claim 13, wherein the client is a game apparatus with which a plurality of controllers for inputting a signal corresponding to

operations of players can be connected, in case that a network game is played between a plurality of the game apparatuses via the network server,

the game apparatus determines a number of players who participate on the network game by the player's operation of the controller,

the game apparatus sends information of the number of the players to the sub-server connected with the game apparatus,

the information of the number of the players is stored in the sub-server connected with the game apparatus.

Claim 26 (New) The network system of claim 16, wherein the client is a game apparatus with which a plurality of controllers for inputting a signal corresponding to operations of players can be connected, in case that a network game is played between a plurality of the game apparatuses via the network server,

the game apparatus determines a number of players who participate on the network game by the player's operation of the controller,

the game apparatus sends information of the number of the players to the sub-server connected with the game apparatus,

the information of the number of the players is stored in the sub-server connected with the game apparatus.